For questions, call
(415) 495-HINT

**90 DAY LIMITED WARRANTY**
FOR SALE AND USE IN USA, CANADA AND MEXICO ONLY

Printed in Japan

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EmuMovies

NES-V1-USA

OPERATION MANUAL

# ADVENTURE ISLAND II

HUDSON SOFT

# ADVENTURE ISLAND II™

**THANK YOU!**
**YOU HAVE JUST MADE A PERFECT CHOICE BY SELECTING AND PURCHASING THIS QUALITY HUDSON SOFT PRODUCT**

Thank you for selecting ADVENTURE ISLAND II™. In order to insure your full enjoyment of this game, we recommend that you read the manual carefully and follow its instructions and suggestions.

LICENSED BY NINTENDO® FOR PLAY WITH THE

Nintendo ENTERTAINMENT SYSTEM®

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.

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# WARNING

**WARNING ! WARNING! WARNING! WARNING! WARNING!**

- Because this is a precision tooled device, do not use or store it in extreme temperature conditions. Avoid hard shocks.
- Avoid soiling the connector terminals by handling or spilling liquids. Soiled connectors can cause system break down.
- Do not clean this devise with alcohol, thinner, benzine or other volatile substances.
- Always turn the power off before inserting or removing cassette from the main system.
- We recommend that you play this game at a distance from the television screen.
- When engaged in prolonged bouts of game playing, we recommend that you rest for 10 or 20 minutes every two hours in order to avoid strain in your vision and general health.

# GAME STORY

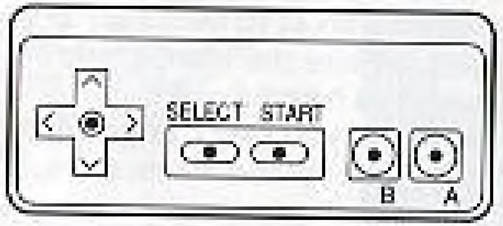
Well, that Evil Witch Doctor refuses to give up! Princess Leilani may be safe, but her sister, Tina, has just been nabbed.

And this time you've got real trouble. Because not one, but **EIGHT** perilous islands stand between you and your honey. Get set to battle dinosaurs, survive avalanches and out fight the Evil Witch Doctor's nastiest ghouls.

It'll be tough, that's for sure. So just remember sweet Tina, and how grateful she'll be when you come to her rescue!



# HOW TO USE THE CONTROLLER




**MOVEMENT CONTROL**

| | |
|---|---|
| LEFT: | Move Master Higgins and all the dinosaurs to the left |
| RIGHT: | Move Master Higgins and all the dinosaurs to the right |

**A BUTTON**

| | |
|---|---|
| JUMP: | Master Higgins, Red Camptosaurus, and Blue Camptosaurus |
| FLY: | Pteranodon |
| SWIM: | Master Higgins, Elasmosaurus |

**B BUTTON**

| | |
|---|---|
| SPEED RUN: | Master Higgins, Red Camptosaurus, and Blue Camptosaurus |
| SPEED FLY: | Pteranodon |
| SPEED SWIM: | Elasmosaurus |
| THROW AXE: | Master Higgins |
| WHIP TAIL: | Blue Camptosaurus |
| SPIT FIRE: | Red Camptosaurus |
| DROP ROCKS: | Pteranodon |

**START**

Start or Pause game

# HOW TO PLAY

You, Master Higgins must explore 8 different islands. In each island, there are 9 to14 extraordinary areas to discover. In the beginning, you will start with nothing. As you explore the islands, you'll find eggs which will contain helpful items as well as harmful ones.

Keep firing your weapons as you play along. When you hear a peculiar noise, go to that spot and jump up and down once. You will find an egg which will take you to a bonus stage, warp zone, or secret room. Don't forget to eat fruits, meats and milk to keep your energy level up.

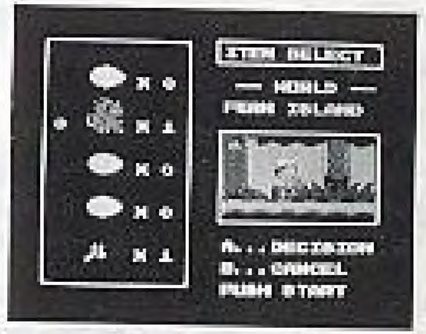
### ITEM SELECT

At the beginning of each area, you will see an item select menu as seen below. This will enable you to save the items that you have obtained so that you can use them in other areas.

# CONTINUE/STAGE SELECT

### CONTINUE

You can continue from the island you left off simply by pushing the "start" button as long as the word continue appears on the screen.



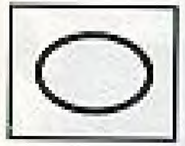

You can even keep all the items you've obtained and still continue. Just press LEFT and START. But remember, you must have the Hudson Bee which will be given to you in one of the secret rooms.

### STAGE SELECT

You can select the island you want to play using the following code:

**PRESS RESET, then press**
**RIGHT, LEFT, RIGHT, LEFT, A, B, A, B**

# ITEMS



You will find eggs as you venture through the islands. The egg will contain one of the following items:

**BLUE CAMPTOSAURUS**
This dinosaur attacks and defeats the enemies by whipping its tail. But don't take this guy to the ocean because he can't swim.

**RED CAMPTOSAURUS**
This dinosaur spits fire as he destroys everything except fire. Don't take this guy to the ocean either or you'll just waste him.

**ELASMOSAURUS**
You can take this helpful serpent to sea and swim faster.

**PTERANODON**
This creature enables you to fly over all the obstacles as it drops rocks. You guessed it. This guy can't swim either.



# ITEMS

**STONE AXE**
Throw this axe to ruin the enemies, but be careful with stones and fires.

**SKATEBOARD**
This skateboard will move you faster, but you can't stop unless you stumble.

**FLOWER**
This flower doubles the points every time you eat an energy fruit.

**MILK**
Fill up your energy level to the maximum with milk. You're going to need all the strength you can get.

**HONEY GIRL**
This girl makes you invincible so run as fast as you can and knock'em dead.

**EGGPLANT**
Master Higgins' least favorite food. Takes energy away from you rapidly.

CHARACTERS OF

# ADVENTURE ISLAND II™

# FCC REGULATIONS

## COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J to Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

— Reorient the receiving antenna
— Relocate the NES with respect to the receiver
— Move the NES away from the receiver
— Plug the NES into a different outlet so that the computer and receiver are on different circuits

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No.004-000-000345-4.



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# WARNING:
# DO NOT USE WITH FRONT OR REAR PROJECTION TV!

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary screens or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with this video game, neither Hudson Soft USA, Inc. nor Nintendo of America Inc. will be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.